

SEPTEMBER 1983

Yet another brave stab at attempting to become the greatest zine in hobby history. For those of you who don't know me, (and do care), I am Bob Albrecht, your editor.

The Runestone poll is out, look for it on pg.⁴. The rules and map for Conquest of Australia are here too, and many other odds and ends.

TABLE OF CONTENTS:

Games Overview.....	1
Up On A Soapbox.....	2
Letters.....	3
The 1983 Runestone Diplomacy Magazine Poll.....	4
Variant: The Conquest of Australia.....	5
Sub Credits.....	8
Maps For Conquest of Australia.....	9

Publications: is published monthly by Bob Albrecht, # 1001-1239-12th Ave. NW., Calgary, Alta., T3E 3R8. Phone #(403) 244-8402. All calls will be accepted on a you pay basis, between 8:00 a.m. - 12:00 p.m. All items submitted become the property of the editor. The game of Diplomacytm is produced in Canada by Waddington Games, and may not be reproduced without their express permission. Subscription rates are; 1 issue - \$1(Cdn.), 6 issues - \$5(Cdn.), 12 issues - \$9(Cdn.). These rates may change without notice.

There is at present no gamefee to the first 21 subscribers, however they are required to standby for games. Also the next 17 subscribers will receive a six issues bonus, free.

Games: 5 regular dip. games are now open. "Atlantic", the first regular game has 3 people already signed up, they are: Dave Carter, Rob Lowe, and Andy Gussack. (I still need preference lists from Dave and Rob.)

Variants: The Conquest of Australia is now open for new players' positions available. Rules and the map can be found elsewhere in this issue. Rob Lowes is the only player so far.

Orphaned Games: None.

Standbys: Dave Carter, Rob Lowes and Blair Cusack.

U P O N A S O A P B O X

Censorship: Who gets the say-so?

Since time Immemorial, people of all ages have expressed the human experience in many forms. In western society over the last century, the most common form has been the printed page.

The printing press and cheap paper have allowed just about anyone to write anything they please. Whether or not they can publish or allow others to share what they write is another story.

The word that represents the concept of control over free speech is censorship. The Random House Dictionary defines censorship as, "(cen' sar) n. 1. an official who examines books, plays, films, etc., to suppress or destroy objectionable material. "In other words a government employee who tells citizens what they may or may not say, or print, or artistically express.

History has seen many deplorable examples of those who deploy their censors in the most terrible way. Nazi Germany had it's secret police burn banned books openly. Some of the censored books were works by Dickens, Tolstoy, Einstein, and other "subversive" authors. The Soviet Union today continues to ban books that disagree with their objectionable regime. (See the Gulag series by Aleksandr Solzenitsyn.)

But these examples do not affect us, no one in North America has to fear the K.G.B. or other organizations of that nature. Yet tell me of a state or province that lacks a government approved censor board?

Examples of censorship even in my own province of Alberta abound. Judge for yourself the intelligence of these actions in the past year: (1) the Red Deer, (city in Alberta), city council declares it will enforce the lord's day act., (Fed. legislation), with a bylaw prohibiting Sunday advertising. (2) The Calgary Herald newspaper, (circ. 300,000), is later cited under this bylaw. (3) The government of Alberta declares it's intention to crack down on the opening of stores over 1,000sq.ft. on Sunday. (4) -

(Up on a Soapbox, Don't)

(-legal on Canadian soil). (4) Anyone caught publishing measurements in Canada in Imperial denominations, is subject to fines and possible imprisonment. In this day and age does anyone really believe that adults are not able to exercise judgement over what they read or see? Unbalanced adults, perhaps, but aren't these individuals just as likely to go off half-cocked over the "A-Team", as an issue of Penthouse?

I ask all those who believe they are adult enough to judge the difference between truth and lies to write your local congressman, M.P., or other representative and express your own feelings on this matter.

Bob Albrecht.

Letters:

Blair Cusack: (Revelstoke, B.C.) "Good to see you publishing again! I'd certainly like to take you up on your first twenty-one, "slots", and please sign me up for two games if possible...it'll be a pleasure to standby as well."

((Gee, thanks Blair, after all these types of letters are what I live for!))

Ron Brown: (Ottawa, Ont.) "Goodluck with Battle Stations...

Re: your former fold, already Rod Walker and Dave Carter have expressed concern about your intentions to compensate those burned. Rod will not list your zine in his game openings column unless that is taken care of. In the name of hobby goodwill, on which we all thrive, I would like to suggest that you give subscription credits to former subbers of Kobold. That would go a long way towards getting you established, and erase any doubts anyone might have."

((I absolutely agree, Ron. All former subbers to Kobold, who can prove they recieved it, (either a letter from me or a copy of the front page of an issue), will receive double the cash they invested, either as game fees, a refund, or as subcredits towards Battle Stations..))

Keith Sesler: (Fraser MI) "Good luck with Battle Stations. Care to trade zines?

((Thanks, Keith. For those of you who don't know it, Keith publishes a zine called Manifest Destiny, issue #3 has dip. games, variants that include, "Blow-up", "Woolworth Diplomacy", a health column, book and movie reviews, a humorous Jimmy Carter story, and some right-wing political cartoons.))

(Letters, Cont.)

For an issue write to Keith Sasler, P.O. Box 158., Fraser B.C. Subs are 10/43 (U.S.); gamefees are \$3(U.S.).

The Runestone Zine Roll:

- 1) Europa Express (8.13), Gary Coughlan, 4614 Martha Cole Lane, Memphis, Tennessee, 38118
- 2) Diplomacy By Moonlight (folded)
- 3) SNAFU! (7.79), Ron Brown, 1200 Summer Ville Ave., Ottawa Ont., A1 8W4
- 4) Just Among Friends (folded)
- 5) Appaling Greed (7.74), Mark Lazelere, 23 Akin Ave., Capitol Heights, Maryland, 20743
- 6) Sleepless Knights (7.73), Dave Carter, 118 Horsham Ave., Willowdale Ont., M2N 1Z9
- 7) The Prince (7.70) (no address)
- 8) The Voice Of Doom (7.64), Bruk Linsey, 24A Quarry Dr., Albany N.Y. 12205
- 9) Dogs Of War (7.41) John Daly, Rt.2, P.O.Box 136-M5, Rockwell, N.C. 28138
- 10) Envoy (7.36), Roy Hendricks, 128 Deerfield Dr., Pittsburg PA., 15235
- 11) Diplomacy World (8.32), Rod Walker, 1233 Crest Dr., Encinitas Ca., 92024
- 12) Magus (7.25), (no address)
- 13) Bushwacker (7.15), Ferd Davis, 1427 Claridge Rd., Baltimore Md., 21207
- 14) Whitestonia (7.03), John Caruso, 160-02-43 Ave., Flushing N.Y., 11358
- 15) Xenogogic (7.00), Larry Perry, P.O.Box 8416, San Diego Ca., 92103
- 16) Perelandra (6.93), Peter Gaughan, 12014 Penford Dr., La Miranda Ca., 90633
- 17) North Sealth West Gorge (6.91), Terry Tallman, 16047 28St. NE., Seattle Washington, 98199
- 18) Cheesecake (6.89), Andy Lischett (no address)
- 19) Coat Of Arms (6.80), Steve Arnwoodian, 602 Hemlock Dr., Landsdale Pa., 19446
- 20) Diplomacy Digest (6.77), Mark Berch, 492 Naylor Pl., Alexandria Va., 22304

About Calgary: The Calgary Tower

The Calgary tower is located on 9th Ave.S. and Centre St. in Downtown Calgary. and it is one of the most notable things about the Calgary skyline. Many Calgarians and visitors to the city remark on the view from the observation deck.

The entrance to the tower is non-descript and reminds one of a travel office. However once a fee of \$2 has been paid for a return elevator trip

(Calgary Tower, Con't)

the automatic elevator whisks you to the top in 57 seconds. The trip is 582 ft. to the observation level, which abounds with video games of all things! The entire city lays open before you and one can easily see the Rocky Mountains.

A Quarter placed in the telescope allows the view of the foothills to the southwest of the city, and excellent sights of the TransCanada No# 1 Highway can also be seen up to the Rockies.

Dinner in the revolving restaurant at the top of the tower allows the view of each quarter of the city every 25 min. Be careful not to put your hat on the window ledge or you will lose it for a full revolution, (as I did the first time I was up there).

All in all a great way to get a preview of the city. (Note: in May of this year, the Petro Canada building reached 58 stories, eclipsing part of the view. It is still worth seeing, however.)

The Conquest Of Australia:

(a variant by Bob Albrecht)

Introduction: In 1880 a terrible plague wiped out most of the settlers on the semi-tamed land of Australia. The few aborigines that were left were ill-equipped to fight alone, so they joined forces together and took command of a settlement in the interior.

By 1882, ships were arriving from all over, filled with settlers for the now empty land of Australia. However, there was no internationally reached agreement regarding the fate of the immense island. War broke out. The prize? An entire continent. The task? THE CONQUEST OF AUSTRALIA.

Rules:

1) The game begins in 1882 Winter. The Diplomacy rulebook is to be used with exception of the following rules.

2) Starting Positions are as follows;

Americans; A/F Marshall Sea, F Tonga Trench.

Aborigines; A Victoria Desert.

Spanish; A/F Southeastern Indian Ocean, F Phillipines.

Japanese; A/F South China Sea.

New Zealanders; A/F Cook Strait, A Cook.

British; F North Indian Ocean, A Pt.Moresby, F Java Sea.

3) Off-board centres are owned by the great powers with the exception

of the aborigines. These centres last for W'83 and W'84, going to 1 centre in W'85, then zero thereafter.

3) The space inbetween Newcastle and Woolongong, has an army in it, once dislodged, (and annihilated), allows the occupier the right to either increase a normal army to double strenght, or it may be used to create a normal army, (as a regular supply centre). The double army fights at double power, so for example if two armies contested a regular space, the double army would win.

4) Fleets may be converted to armies at any time, but not vice versa. The order is written as follows: (e.g.) F Kalgoorlie- A Kalgoorlie. Fleets converting to armies may not move in that turn.

5) Army/Fleets are the same as a "mobile convoy", that is they are transport-ing an army but they remain in all other respects as a normal fleet. Loading or unloading a fleet is written the same as a convoy order. (e.g.) " F Timor Sea load Army Lesser Sunda Islands". Fleets may not move, support, or convert to an army when acting as a A/F, or the order is invalid. Convoys remain the same. A/F may never occupy land spaces.

6) Units may be built anywhere you have a home centre. Home centres are simply centres you occupy on any fall turn. Note: Off-Board centres may never be built on. The centre must be vacant at the time of building a unit.

7) The aborigines may not move until a unit moves off of Australia. Once any foreign power enters a sea space what borders on Aestralia, the abos may move.

23) Abbreviations:

Andaman Sea.....	Ans.
Anda Sea.....	Bas.
Campbell Plateau.....	CPl.
Celebes Sea.....	Ces.
Cook Strait.....	CSt.
Coral Sea.....	CoS.
Dismantina Trench...	DiT.
Conway Reef.....	CoR.
East Caroline Sea...	ECS.
East Bass Strait....	EBS.
East Fiji Basin.....	EFB.
Flores Sea.....	FlS.
Great Australian Bight..	GAB.
Gulf Of Carpentaria. GoC.	
Hawkesi Gulf.....	HaG.
Humb Sea.....	HuS.

Oceans

Java Sea.....	JaS.
Manglai Sea.....	MaS.
Marshall Sea.....	MrS.
North Fiji Basin.....	NFB.
North Indian Ocean.....	NIO.
North West Cape.....	NWC.
Ratak Sea.....	RaS.
Rotuma.....	Rot.
Solomon Sea.....	SoS.
South Australian Basin.....	SAB.
South China Sea.....	SCS.
Southeastern Indian Ocean.....	SIO.
South Fiji Basin.....	SFB.
South Java Sea.....	SJS.
South Pacific Ocean.....	SPO.
Southwest Pacific Ocean.....	SWP.

Oceans:

Tonga Trench.....TnT.
Tasman Bsn.....TaB.
Tasman Sea.....TaS.
Timor Sea.....TiS.
Torres Strait.....ToS.
West Bass Strait.....WBS.
West Caroline Basin...WCB.
Wharton Basin.....WhB.

Islands:

Auckland*.....auc.
Balikpapan.....bal.
Bismark Islands*.....bis.
Bora Bora*.....Bor.
Brunei*.....bru.
Christchurch.....chr.
Cook*.....cook.
Dunedin.....dun.
Fiji*.....fij.
Guadalcanal.....gua.
Hobart*.....hob.
Ismuth Of Kra*.....kra.
Jakarta*.....jak.
Japapura*.....jar.
Kepi.....kep.
Kuching.....Kuc.
Launceton*.....lan.
Lesser Sunda Islands*.lsi.
Malaysia.....mal.
Medan*.....men.
Morotai.....mor.
Nelson.....nel.
New Caladonia.....nca.
North Celebes Island..nce.
Padang.....pad.
Pekanbaru*.....pak.

Palawa.....pal.
Palembang.....png.
Papua.....pap.
Phillipines*.....phi.
Pt.Moresby*.....ptm.
Samoa*.....sam.
Singapore*.....sin.
Santa Cruz Islands*.....sci.
South Celebes Island....sce.
Surabaya*.....sur.
Tarakan*.....tar.
Truk*.....tru.
Wellington.....wel.
Yogyakarta*.....ypg.

Australia:

Adelaide*.....ade.
Albany*.....alb.
Alice Springs.....als.
Bendigo*.....ben.
Blackall.....bla.
Broken Hill.....brh.
Borrooloola.....boo.
Boulia.....bou.
Bourke*.....bok.
Brisbane.....bri.
Capital Territory(special) CAP.
Cairns.....cai.
Cooktown*.....ckt.
Cooper Creek*.....cow.
Croydon*.....cro.
Darwin.....dar.
Derby*.....der.
Disappointment.....dis.
Eucla.....euc.
Forsyth*.....for.

Gibson Desert.....gib.
 Great Sandy Desert*.....gsd.
 Ipswich.....ips.
 Kalbarrie*.....kal.
 Lake Amadeus*.....lam.
 Laverton.....lav.
 Melbourne*.....mel.
 Mildura.....mil.
 Moree.....moe.
 Coldea*.....col.
 Orange*.....ora.
 Perth.....per.

Pt.Redland.....pth.
 Quipie*.....qul.
 Sydney*.....syd.
 Parcoolie.....tro.
 Townsville.....tow.
 Wagga Wagga.....wag.
 West Victoria Desert.....wes.
 Wiluna*.....wil.
 Windorah.....win.
 Woolongong.....woo.
 Wyndham.....wyn.
 Victoria Desert®.....vic.

8) Map; The following spaces have two coasts: The Isthmus of Kra, Malaysia, and Yogyakarta. Also, Note that the map is in three peaces. I recommend taping them together after you remove them from the issue.

9)Victory Condititions; A mutual draw consented to by all players or 21 centres actually on the board,(I mean units, sorry.).

Well I hope you enjoyed this issue as much as I enjoyed making it for you. (even if there are a lot of mistakes!). Next issue is due out on the third day of October, but you must submit well before then if you hope to snap up the rest of the free subscriptions and gamefees!?

Your sub runs until..... SAMPLE.
 You are in:
 You are asked to standby for:

EIGHT

Jarry,

How about a mutual sub? (or a plug?)

Bob.





